



## Other Products By Sirius Software, Inc.

**Beer Run:** is a light-headed game of suspense. Can you catch the Artesians before the Guzzlers and Bouncers catch you? Enter the Sirius Building and find out!!!

**Joyport™:** The Joyport allows expansion of the Apple game paddle port to support four Apple paddles (with all buttons) or two Atari-type joysticks. (The Joyport does not allow use of Atari-type paddles.)

**Dark Forest:** Three of your kingdoms most valued treasures are missing and you must comb the countryside to recover them. An adventurous game of strategy and conquest for up to six players!

**Hadron:** Hadron is a wild chase through a speeding asteroid belt. Fabulous 3-D effects actually allow your ship to duck behind asteroids while following enemy space craft to their home base.

**Phantoms Five:** Phantoms Five simulates a fighter-bomber mission in real time, three dimensional color graphics. While you try to make your bombing run you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player.

**Jellyfish:** KILLER JELLYFISH ATTACKS NUCLEAR RECOVERY SUB! While trying to remove nuclear waste capsules from the ocean floor, the U.S.S. Dogstar was attacked by giant Jellyfish and vicious Octopuses. "When we shot them, they just broke up into smaller pieces," stated the ship's Captain. Scientists suspect that nuclear leakage is responsible for the incredible behavior of these usually docile sea creatures. Another sub, possibly Soviet, was sighted during the undersea mission."

**Fly Wars:** Long, long ago, in a garage far, far away, there existed an Insect War. A brave alliance of underground Spider Fighters had challenged the tyranny and oppression of the Raygunites. Armed with B.S. (bug spray) and aided by Black-hearted Beetles, the Fly Fighters have wiped out all of the Alliance Fighters but one ...

**Cyclod:** Cyclod (sī'klōd) n., pl. cyclods. 1. In Myopian legend, a cross between a clumsy mason and a one-eyed snake charmer. 2. In Ophidian legend, the name of one of three bug-eyed bricklayers known as Mascara, Glaucoma, and Cornea. 3. In Sirius legend, the video representation of a game wherein an eyeball fights snakes with bricks.



Other Pro  
Sirius So

Beer Run: is a lig  
before the Guzzler  
out!!!

Joypoint™: The Jo  
support four App  
Joypoint does not

Dark Forest: Th  
must comb the  
and conquest fo

Hadron: Hadr  
effects actuall  
space craft to

Phantoms Fi  
three dimens  
have to fight  
action for the

Jellyfish:   
remove nu  
tacked by  
broke up i  
clear leak  
sea creat  
sion."

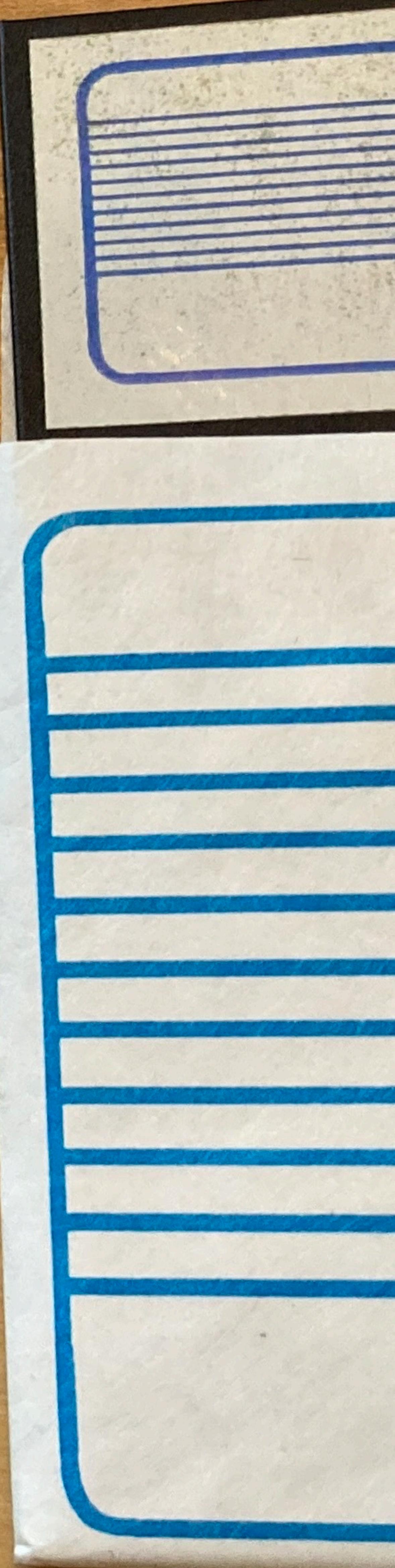
Fly Wars  
A brave  
and op  
Black-h  
but one

Cyclo  
a clu  
name  
Corn  
eye

# ESCAPE FROM RUNGISTAN



Written By Bob Blauschild  
An Adventure Game For The Apple II By Sirius™  
KIM PASSEY



# Escape From Rungistan

You wake up with the worst headache of your life in a dank, sleepy jail cell deep in the mid-African nation of Rungistan. The first thing you hear is a couple of rotten toothed guards laughing about how you're to be shot at sunrise. Could this be what your travel agent meant by a vacation you'll never forget?

There is but one thing to do . . . break out and escape! This will be a long and treacherous journey. You must be crafty if you are to make it alive. There are many dangers to avoid and several skills to acquire as you head for the border. Rungistan is a country of severe climate and topography. Add this to the fact that it is inhabited by snakes, bears, cannibals and guerilla warriors and you'll soon realize that this isn't going to be a picnic. Only the very clever will live long enough to be able to demand their money back from Honest Bob's Discount World Tours.

## To Begin

Insert the Rungistan diskette in drive #1 and boot as normal. Before beginning the game, you will be asked a series of questions. When necessary, enter "Y" for yes or "N" for no.

## Commands

Commands are entered from the keyboard. Only the first verb and first noun in each sentence are read by the computer. For example:

Give candy to boy = Give candy  
Give run eat candy to boy = Give candy

In some cases a single word will suffice and directions can be abbreviated by using the N,S,E,W,U and D keys.

## Special Commands

- \*MO — Turns off music
- \*M — Selects short musical interludes
- \*ML — Selects long musical interludes
- \*S or SAVE GAME — May be entered at any time to save the game status up to that point. This allows you to play without risking all previous progress or to reboot the disk at a later time and then play from the "old" game.
- \*R or RESTORE GAME — At any time during play, this command allows you to begin the game from the last SAVE GAME point.
- HINT PLEASE — May result in a helpful hint.
- RETURN — Lets you review the last few commands. (Hit the RETURN key again to go back to the game.)
- INV or I — Lists objects in your possession.

## A Final Note

Save the game frequently to avoid getting frustrated. The disk must remain in the drive at all times while the game is running. Do not remove the disk while the drive's "in use" light is on.

## Important

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in the Apple, 3) you have a damaged diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our problems are tested prior to shipment.

**Sirius Software Replacement Policy:** We will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the USA, please include enough additional funds to cover return postage. The original disk must be returned for replacement.

You wake up with the worst headache of your life in a dank, sleepy jail cell deep in the mid-African nation of Rungistan. The first thing you hear is a couple of rotten toothed guards laughing about how you're to be shot at sunrise. Could this be what your travel agent meant by a vacation you'll never forget?

There is but one thing to do . . . break out and escape! This will be a long and treacherous journey. You must be crafty if you are to make it alive. There are many dangers to avoid and several skills to acquire as you head for the border. Rungistan is a country of severe climate and topography. Add this to the fact that it is inhabited by snakes, bears, cannibals, and guerilla warriors and you'll soon realize that this isn't going to be a picnic. Only the very clever will live long enough to be able to demand their money back from Honest Bob's Discount World Tours.

Written By Bob Blauschild  
In Assembly Language And Applesoft

Requires An Apple II Computer With 64K And One Apple Disk Drive  
Or An Apple II+ Computer With 48K And One Apple Disk Drive  
Boots Directly With 16 Sector Controller  
Playable With Keyboard

Escape From Rungistan Package, Program, And Audiovisual, Copyright 1982  
Sirius

Sirius Is A Trademark Of Sirius Software, Inc.

All Rights Reserved

Applesoft, Apple II and Apple II+ Are Trademarks Of Apple Computer Inc.



Sirius Software, Inc. Sacramento, California

# ESCAPE FROM RUNGISTAN



Written By Bob Blauschild  
An Adventure Game For The Apple II By Sirius<sup>TM</sup>

KIM PASSEY

